

THE BEDA FOMM EIGHT

Eight Rules to Remember When First Playing Beda Fomm

Beda Fomm is often referred to as a “Gamers’ game” – the game system is very approachable and not overly-complex. However, there are several subtleties to the rules that first-time players need to keep in mind. We’ve come up with these “Eight Rules to Remember” to keep in mind during play.

1. **[5.42] Entering a Zone of Control**
Keep in mind the ZOC entry restriction for Personnel units in regards to enemy armored units.
2. **[9.24] Stacking Limits**
Stacking rules are ALWAYS in effect.
3. **[9.41] Italian Transport Parking and Unparking**
Italians need to unpark or park their transport units at the very beginning of their Movement Phase; before any units are moved including new units arriving (this is important because of stacking restrictions during movement).
4. **[10.3] Fire Coordination**
The restriction that artillery must be stacked together to combine their fire ONLY applies during Barrage Phase only. It does NOT apply for offensive or defensive fire support during Regular Combat Phase.
5. **[11.24] Antitank Fire: Which Units May Fire**
Only armor units of the Phasing Player may “move and shoot” and attack during their Antitank Phase. Be sure to use the “Moved” markers provided in the game as a reminder for the Phasing Player that other unit types cannot move and shoot. The non-phasing player’s units are not subject to this restriction.
6. **[11.31] Antitank Fire: Defensive Terrain Benefits**
Armored units of phasing-player only receive Undulating terrain defensive bonus if they did not move. Don’t forget to rotate them 90 degrees in the hex as a helpful reminder.
7. **[12.11 and 12.13] Regular Combat – Which Units May Be Attacked**
Enemy non-armored units cannot be attacked if they are stacked with friendly armor units. It is helpful to place armor units as the topmost unit in a stack as a helpful reminder.
All other enemy-occupied hexes adjacent to any attacking units need not be attacked so long as that hex has already been subject to a barrage attack. This is why it’s important to use those Barrage markers.
8. **[12.34 and 12.37] Artillery Support**
Artillery providing offensive or defensive support may never more than double the combat factors that apply to any regular combat.